

**In the claims:**

SUB A4

1. A method for playing stored information, comprising the steps of:  
2  
3 retrieving information comprising one or more segments, wherein each of said  
4 segments has a beginning and an end, and wherein at least one segment is  
5 associated with one or more links to one or more second segments;  
6  
7 playing said at least one segment;  
8  
9 determining prior to reaching the end if expansion is desired; and  
10  
11 expanding the link to one or more second segments and playing the one or  
12 more segments.

1 2. A method for playing stored information as recited in claim 1, including the  
2 step of returning play to the original segment after expanding the link to one or  
3 more segments and playing the one or more segments.

1 3. A method for playing stored information as recited in claim 2, wherein the  
2 information in the one or more segments includes information from a  
3 multimedia source.

1 4. A method for playing stored information as recited in claim 3, wherein the  
2 information in the one or more segments includes information from a network  
3 with support for an internet protocol.

1     5.     A method for playing stored information as recited in claim 1, including the  
2     step of responding to a user indicia to expand a link to another segment and  
3     playing the segment.

1     6.     A method for playing stored information as recited in claim 1, including the  
2     step of responding to a user indicia to contract a link to another segment.

1        7.        A method for playing stored information as recited in claim 1, including the  
2        step of responding to a user indicia to dynamically link to a particular segment  
3        and play the segment.

1     8.     A method for playing stored information as recited in claim 1, including the  
2     step of responding to a user indicia to expand a link to another segment and  
3     playing the segment, the segment providing additional information pertaining  
4     to the current segment.

1     9.     A method for playing stored information as recited in claim 1, including the  
2     step of providing live information.

17 10. A computer program embodied on a computer readable medium for playing  
2 stored information, comprising:  
3  
4 code that retrieves information comprising one or more segments, wherein  
5 each of the segments has a beginning and an end, and wherein at least one  
6 segment is associated with one or more links to one or more second segments;  
7  
8 code that plays the at least one segment;  
9  
10 code that determines if expansion is desired prior to reaching the end of the at  
11 least one segment; and  
12  
13 code that expands the link to one or more second segments and plays the one  
14 or more segments.



1 15. The computer program for playing stored information as recited in claim 10,  
2 including code that responds to a user indicia to expand a link to another  
3 segment and play the segment.

1 16. The computer program for playing stored information as recited in claim 10,  
2 including code that responds to a user indicia to contract a link to another  
3 segment.

1 17. The computer program for playing stored information as recited in claim 10,  
2 including code that responds to a user indicia to dynamically link to a  
3 particular segment and play the segment.

1 18. The computer program for playing stored information as recited in claim 10,  
2 including code that responds to a user indicia to expand a link to another  
3 segment and play the segment, the segment providing additional information  
4 pertaining to the current segment.

1 19. The computer program for playing stored information as recited in claim 10,  
2 including code that provides live information.

1 20. A method for playing stored information as recited in claim 3, wherein the  
2 information in the one or more segments includes information from a  
3 broadband network.

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